DRAGON BALL

PLAYTEST MATERIAL

NEW SPECIES, SPELLS, AND FEATS!

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CHARACTER OPTIONS

This material presents new species, spells, and feats. The following species options are detailed here: *Earthling*, *Frieza Clansman*, *Glind*, *Majin*, *Namekain*, *Saiyan*, and *Saiyan Hybrid*.

EARTHLING TRAITS

Use the Human species (see the *Player's Handbook*) when creating an Earthling player character. As an Earthling, you know the *Detect Battle Power** cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species). In addition, taking damage can't break your Concentration on *Detect Battle Power**.

FRIEZA CLANSMAN TRAITS

Creature Type: Humanoid
Size: Medium (about 4-7 feet) or Small (about 2-4 feet), chosen when you select this species
Speed: 35 feet

As a Frieza Clansman, you have these special traits.

Biological Armor. Whenever you finish a Short or Long Rest, you can choose to reshape your biological armor. While you aren't wearing armor, your base Armor Class equals either 13 plus your Dexterity modifier or 17 (which is unaffected by your Dexterity modifier). You can use a Shield and still gain this benefit.

Cold-Blooded. You have Resistance to Cold damage. You can also breath in the vacuum of space.

In addition, you gain proficiency in one of the following skills: Deception, Intimidation, Performance, or Persuasion.

Shocking Speed. When you take the Dash action, you can forgo the extra movement to teleport to an unoccupied space you can see within a distance equal to half your Speed instead. When you do, you cannot teleport through solid objects. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Wicked Bloodline. You know the *Spirit Blast** cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Sorcerer spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

FRIEZA CLANSMAN NAMES

D8	Frieza Clansman Names	D8	Frieza Clansman Names
1	Chiller	5	Hail
2	Chills	6	Ryme
3	Frostbite	7	Schnee
4	Gelato	8	Shiva

★ ANIMORPHALINE ADDICT

Origin Feat (Prerequisite: Earthling; this Origin Feat can be chosen in place of the one specified in any Background)

Animorphaline—an illegal substance marketed by the Red Ribbon Army—has permanently transformed you into an animal-like humanoid. You gain the following benefits.

Animorphaline Aspect. Choose a Beast stat block with a maximum Challenge Rating of 1/4 (chosen when you select this feat); you gain proficiency in one of the Beast's skills. If you already have proficiency in the chosen skill, you instead gain Expertise in it.

Natural Weapons. Your Unarmed Strikes can deal Piercing or Slashing damage (your choice) instead of the strike's normal damage.

Night Vision. You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 30 feet.

★ ARTIFICIAL HUMAN

Origin Feat (Prerequisite: Humanoid Creature Type)

You gain the following benefits.

Absorb Attack. When you succeed on a saving throw against a spell cast by another creature or an attack from such a spell misses you, you can take a Reaction to steal energy from the spellcaster. Roll one of the creature's unexpended Hit Dice; you then gain Temporary Hit Points equal to the number rolled, and that die is expended for the creature. Once you use this benefit, you can't do so again until you finish a Short or Long Rest.

Construct. Your creature type is Construct.

Inexhaustible. When you make a D20 Test, the roll is reduced by 1 times your Exhaustion level, instead of 2. In addition, your Speed isn't reduced by your Exhaustion level.

★ DETECT BATTLE POWER

Divination Cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: Bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration, you have Advantage on Wisdom (Insight) checks against creatures other than Constructs within 30 feet of yourself.

When you cast this spell and as a Bonus Action on later turns, you can target one creature you can see within 30 feet of yourself. If the target isn't a Construct, you can learn if the target's Hit Points are at maximum, below maximum, at half, or below half.

★ SPIRIT BLAST

Evocation Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of latent energy at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Force damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

GLIND TRAITS

Creature Type: Humanoid
Size: Medium (about 4-7 feet) or Small (about 2-4 feet), chosen when you select this species
Speed: 30 feet

As a Glind, you have these special traits.

Deep Knowledge. Privy to the secrets of creation, you gain proficiency in the History and Religion skills.

Fear and Faith. You know the *Guidance* cantrip. Starting at character level 3, you always have the *Kai's Katchin Conjuration** spell prepared, and starting at character level 5, you always have the *Warding Bond* spell prepared. You can cast each spell once without a spell slot, and you regain the ability to cast them in that way when you finish a Long Rest. You can also cast either spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Magic Materialization. As a Magic action, you can conjure an object in an unoccupied space you can see within 10 feet of you, provided the object weighs no more than 10 pounds and has no dimension greater than 3 feet. The object's value can be no more than 5 times your character level.

Unless the object is destroyed early, it lasts for 1 hour. Once you conjure an object using this trait, you can't do so again until you finish a Short or Long Rest.

Telepathy. You have telepathy with a range in feet equal to 10 times your character level. When you're using this trait to speak telepathically to a creature, you can take a Magic action to give that creature the ability to speak telepathically with you for 1 hour or until you take another Magic action to end this effect.

★ KAI'S KATCHIN CONJURATION

Level 1 Conjuration (Bard, Cleric, Druid, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a fragment of katchin)
Duration: Concentration, up to 1 minute

You conjure two heafty, 5-foot-by-5-foot Cubes of katchin—a remarkably durable metal native to the Demon Realm world of Kaishin—in unoccupied spaces you can see within range. A Cube lasts for the duration. A Cube vanishes if it exceeds the spell's range or if you cast this spell again. Until the spell ends, you can take a Bonus Action to to move one or two Cubes up to 20 feet. If you move a Cube into a creature's space, make a ranged spell attack and the Cube stops moving for the turn. On a hit, the target takes 1d6 Bludgeoning damage. Each Cube is an object. It has AC 19 and 10 Hit Points, and it has Immunity to Poison and Psychic damage.

Using a Higher-Level Spell Slot. You can conjure one additional Cube for each spell slot level above 1.

MAJIN TRAITS

Creature Type: Aberration
Size: Medium (about 4-7 feet) or Small (about 2-4 feet), chosen when you select this species
Speed: 30 feet

As a Majin, you have these special traits.

Create Candy. You always have the *Goodberry* spell prepared. You can cast it without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this species). Whenever you cast *Goodberry*, you can create ten marble-sized gumballs instead of berries.

Impact Absorption. Your miraculous body is strangely resilient. When you take Bludgeoning damage, you can take a Reaction to gain Resistance to that damage; you are then pushed up to 10 feet straight away from the source of that damage, changing course if redirected by an obstacle. You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Merry Making. You gain proficiency in the Performance skill or with one kind of Musical Instrument.

Weirdly Pliable. You can squeeze through a space as narrow as 1 inch wide, provided you aren't wearing armor or wielding a Shield. In addition, you have Advantage on checks to escape from nonmagical restraints or the Grappled condition.

★ WONDER MAJIN

General Feat (Prerequisite: Level 4+, Majin)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Majin Magic. Choose two level 1 spells from the Bard spell list. You always have these spells prepared. You can cast each of these spells without expending a spell slot, and you must finish a Long Rest before you can cast either spell in this way again. You can also cast these spells with any spell slots you have. The spells' spellcasting ability is the ability increased by this feat.

Namekian Traits

Creature Type: Humanoid
Size: Medium (about 4-7 feet) or Small (about 2-4 feet), chosen when you select this species
Speed: 30 feet

As a Namekian, you have these special traits.

Dende Priest. If you have the Spellcasting or Pact Magic class feature, the spells on the Dende Priest Spells table are added to that feature's spell list. You can cast these spells without spell components.

Meditative Rest. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trance-like meditation, during which you retain consciousness.

Namek Finger. When you make an Unarmed Strike as part of the Attack action on your turn, you can increase your reach for that attack by 10 feet, as your arm stretches towards the target. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Quick-Witted. You gain proficiency in the Perception skill, and you have Advantage on Perception checks involving hearing.

Rapid Regeneration. As a Bonus Action, you can expend one of your Hit Dice. Roll the die twice, and regain a number of Hit Points equal to the roll's total. If you lose a body part, this Bonus Action causes the missing part to regrow. Once you've regained these Hit Points, you can't do so again until you finish a Long Rest.

Dende Priest Spells

Spell Level	Spells
1	*Purify Food and Drink*
2	*Warding Bond*
3	*Major Image*
4	*Special Beam Cannon**
5	*Unlock Potential**

Namekian Names (Instruments)

d8	Namekian Names	d8	Namekian Names
1	Alto	5	Fife
2	Bassoon	6	Ocarin
3	Calliope	7	Pungi
4	Cello	8	Tuba

Namekian Names (Mollusca)

d8	Namekian Names	d8	Namekian Names
1	Bivalvan	5	Pode
2	Ghast	6	Shale
3	Lumaca	7	Toomlin
4	Mussel	8	Unavil

★ Great Namekian

General Feat (Prerequisite: Level 4+, Namekian)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Constitution by 1, to a maximum of 20.

Become Giant. You can change your size to Large as a Bonus Action if you're in a big enough space. This transformation lasts for 10 minutes or until you end it (no action required). For that duration, you have Advantage on Strength checks, and your Speed increases by 10 feet. Once you become giant, you can't do so again until you finish a Long Rest.

★ Special Beam Cannon

Level 4 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Instantaneous

Spiraling light fires from your fingertips forming a 30-foot-long, 5-foot-wide Line in a direction of your choice. Each creature in the Line makes a Dexterity saving throw. On a failed save, a creature takes 8d8 Piercing damage, and takes a -2 penalty to AC until the start of your next turn. On a successful save, it takes half as much damage only. The damage you deal with this spell ignores Resistance.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

★ Unlock Potential

Level 5 Transmutation (Bard, Cleric, Wizard)

Casting Time: 1 minute
Range: Touch
Components: S
Duration: 8 hours

With a touch, you magically awaken a measure of latent potential within a willing creature. For the duration, the target's Proficiency Bonus increases by 1. The spell ends early if you cast it again.

SAIYAN TRAITS

Creature Type: Humanoid
Size: Medium (about 5-7 feet)
Speed: 30 feet

As a Saiyan, you have these special traits.

Battle Instinct. You gain proficiency in one of the following skills: Acrobatics, Athletics, Intimidation, or Survival.

Martial Mettle. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. Starting at character level 3, whenever you hit an object with an Unarmed Strike, the hit is a Critical Hit.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Saiyan Spirit. When you regain Hit Points, you can regain a number of additional Hit Points equal to your Proficiency Bonus. While you are Bloodied, you can regain twice that amount instead. Once you've regained these additional Hit Points, you can't do so again until you finish a Long Rest.

Tail's Tale. You have a brown-furred, monkey-like tail. The tail can manipulate an object, open an unlocked door or container, stow or retrieve an item, or wield a weapon that has the Light property. If you lose the tail, when you finish a Long Rest, roll a d6. On a 4 or higher, the missing tail regrows.

SAIYAN HYBRID TRAITS

Creature Type: Humanoid
Size: Medium (about 4-7 feet) or Small (about 2-4 feet), chosen when you select this species
Speed: 30 feet

As a Saiyan Hybrid, you have these special traits.

Inherent Ability. You are part Saiyan by birth. You gain the Tail's Tail trait or two of the following traits of your choice: Martial Mettle, Powerful Build, or Saiyan Spirit (see “Saiyan Traits”).

Miraculous Awakening. When an ally you can see is reduced to 0 Hit Points, you can take a Reaction to gain Heroic Inspiration. You regain the use of this trait when you finish a Long Rest.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.

SAIYAN NAMES

D8	SAIYAN NAMES	D8	SAIYAN NAMES
1	Arlic	5	Nettle
2	Cassa	6	Okra
3	Eschalot	7	Tato
4	Kabage	8	Vocado